



INTRODUCTION

Although it's based on the PC hit of the same name, Quake II for the Nintendo 64 is largely a fresh, new game. Nintendo 64 owners get a whole slew of exclusive levels specifically designed with the platform in mind, Expansion Pak support for boosted framerates and added visual effects, a very strong sense of speed comparable to the PC original and, probably most important of all, a top-notch multiplayer mode. The key to success in Quake II lies in the player's ability to hit players from far away and quickly strafe out of the way. Strafing is easily executed by pressing the C-Right or C-Left buttons.

Although there are no save points in the different levels, you can save your game after the successful completion of each stage. You will need a Nintendo 64 Controller Pak to save your game as Quake II doesn't offer EEPROM saving.

We have put together this quick and dirty walkthrough guide that tells you exactly what to do in all of the game's levels. You can also get information on the weapons and the enemies by clicking on the corresponding links.

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STROGG OUTPOST

Walk through the hallway and jump off the small ledge at the end. Pick up the shotgun on the right and some armor on the left. Go through the door and kill the enemies that come at you. There is some armor and two boxes of shotgun shells underwater to the left of where you came in. There are also some stim packs across from the door you just came through on the ledge. To get the invincibility, you need to climb up the vertical circling platform located across from the three stim packs you picked up on the ledge. From the rotating platform, you need to jump onto any of the boxes coming out of the hole before you reach the top or you'll die. Ride the box to the other side and then jump on the ledge above the door to get the invincibility.

Go through the next series of doors and kill the approaching enemy. There's a medical kit in the room if you need it. Blow up the barrels and get the armor and then find the elevator and hit the switch to go up.

At the top of the elevator, head through the door to the left. Go through the hallways and watch out for the guy around the corner. There are two stim packs lying along the two small ledges. Instead of going through the door on the left, jump down to the level below and shoot the guy that is down there. Blow up the barrels and get the super shotgun from the wall behind the ladder. Climb up the ladder and go through the door. Shoot the switch above the door and grab the adrenaline from the secret area. Kill the guards through the next door and check around the drain for stim packs and armor shards. Go around the corner and pick up the shotgun shells and health. Walk into the elevator to complete the mission.

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CENTRAL COMPLEX

Across from the elevator are some stairs to a small area. On the left hand side of this area is some body armor hidden in a small opening on a ledge above. Get the body armor by jumping from the nearby box onto the ledge. You have to go back up the stairs to reach the box. Once you get the armor, go back up and into the next room. Turn the corner and kill the guy. Get the armor shards if you need it and then walk up the steps. If you take a left at the top of the stairs, you can kill the guy just to get him out of the way. You won't be able to go down the rest of the hallway without the explosives so go through the other way. Blow up the barrel to break open the pipe. Before going down the pipe, pick up the machine gun at the end of the hall.

Work your way through the pipe and jump down the 'waterfall' at the end. Walk through the water to the next opening and kill the guy hanging around the elevator by shooting the barrels. Pick up the armor shards on the left and the health and shotgun shells on the right. If you need the other health, jump on the smaller box and then jump on the big box. At the top of the elevator is an enemy to the left and to the right. The explosives are also on the left along with some bullets.

Go down the stairs to the level below. An enemy will immediately show up, so take him out. There are some barrels on the right that you can blow up to get adrenaline. If you turn the corner to the next room, there's an enemy to the right. Hit the switch to open the door. If you go down the stairs across from the switch, there is some ammo, health, and a grenade launcher as well as a couple of enemies to kill. If you look through the bars into the next room, you'll see an enemy. If you want to kill him, since you're going to have to kill him eventually anyway, go ahead and do it (use your shotgun to catch him off guard.) Go back up the stairs into the door you just unlocked.

Go past the corpse and the pipe all the way down the hall to the blue bridge. Kill the enemy on the bridge and take the health. Kill the enemies on the left and right. Climb up the stairs to the highest level, kill the guards, and take the super shotgun for ammo purposes. Pick up the health and then go back down and place the explosives on the security terminal then move out of the way. To the left of the blown up security terminal is a light blue part of the wall with a darker blue on the right side of the wall. Go up the ramp to the highest part of the room, jump from the corner of that part over to the blue strip, and grab the power amplifier from the secret room behind the dark blue strip.

Jump down to the left of the blown up security terminal into the unlocked door. Kill the enemy down the hall and hit the switch at the end of the hall. Go back to the bridge and jump down it and go through the door on the opposite side of the elevator to the teleporter around the corner.

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INTELLIGENCE CENTER

Walk off the platform across to the health and grenade ammo on the other side. Walk off to either side, taking out enemies along your way to the door. Take a left through the next door and immediately kill the guy at the bottom of the steps. Look above the outside of the door you just came from and shoot the switch on the ceiling being careful of any oncoming enemies. This will unlock a secret door across from the switch with body armor in it. Walk to the left side of the steps and get the grenade launcher and grenade ammo off of the glass and the shotgun shells on the stairs. Walk back to the right and get the armor shards. Kill the guards at the top of the stairs and through the door and go down the elevator.

At the bottom of the elevator, there is a different colored wall. After you walk off to the right a little bit, guards will pop up from behind this wall in an attempt to ambush you. More guards will pop up from behind the box on the right side and further down the hall. Once you take them all out, walk down the hall on the right and hit the switch located at the entrance on the left. Get the body armor on the other side of the hall and go through the unlocked door.

Through the door is a series of laser beams, one laser on the floor, and the other on the ceiling. Jump over or run under the laser beams as they disappear. Some of the lasers will disappear on the top, others on the bottom so watch and take the first opportunity to go through. Once you get past the second set of lasers, the hallway splits off in two directions. The door on the right is locked so you'll need to go through the left door.

Immediately take out the guards that come after you. There's more guards hiding behind the box on the right so bounce a grenade off the wall behind the box so it hits them directly. As you walk further down, more guards will come out from the left. There's another guard hiding behind a post on the right so use a grenade launcher to take care of him. Jump on the boxes near the post and shoot the wall at the highest box to break it open and retrieve the ammo pack. Through the door on the other side of the hall are some guards on the ledge and in the room with the open window. Take them out and hit the green switch in the room nearby. Head back to the laser room, killing all the guards on your way back, and cross over to the previously locked door.

Kill the big guy through the next door by chucking grenades around the corner. He will start walking towards the corner in response to being hit with grenades. Once he gets so close that grenades aren't effective, finish him off with your machine gun or shotgun. He is very strong so attack from behind to dodge his fire and pick up the body armor if you're low on health. Across the hall are two health packs. Proceed cautiously into the next room and kill all of the enemies and pick up the shotgun shells. There are grenades and health on the other side. Go down the hall across from the locked door and kill the guard straight ahead and the other on the left. To the left is a secret behind a set of boxes with the shotgun shells on top. Get the disc and kill the enemies that attack you. Grab the stim pack on the right and the health on the left. Hit the two switches on the left and right side to unlock the security doors.

Watch out for enemies and go down the hall through the door that says "com center."

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COMMUNICATIONS CENTER

Exit the lift to the left and look up at the ceiling. Next to the vent shaft on the ceiling is a switch to shoot that will open up a secret wall behind you. Proceed to the room with the big piston and kill all of the enemies. Go to the room on the left and watch for the enemies, especially the airborne flyers. Grab the chaingun and shoot the switch on the opposite side of the stairs to open a secret door on the other side of the room. Walk up the stairs and watch for the ambush to the right of the door. Before going up the elevator, pull out your grenade launcher and shoot it to the floor above the elevator shaft. The enemy above should react and start running around like mad. Shoot him dead and then turn your attention to the opposite side of the above floor. Aim your grenade launcher to the tunnel above and kill the guy there to get him out of the way. Proceed up the elevator and watch for the ambush from the guy that pops out from the wall. Walk through the tunnel on the other side and watch for the enemies on the left and right. Proceed down the hall and hit the switch to make the pump at the beginning of the level stop. Go back to the platform you were just on and locate the stacked boxes with an environment suit on it. Land on the suit and jump into the green acid. Grab the mega health and proceed back upstairs. Off to the right side is a flyer waiting to ambush you. Head to the left and kill the enemy on the left as well as the one further down the hall (ambush through the wall.) Walk through the hall, down the steps, and watch for an ambush in this room. Walk through the hall and through the door. Kill all of the enemies and upload the data disc to the computer across the way. Walk back in the opposite direction and find the teleporter on the right side.

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ORBITAL DEFENSE

Get the health, ammo, and body armor and circle around to either side. Kill the guards hanging around the entrance to the next room. Before advancing any further, shoot grenades over to the right side of the hallway. The Tank enemy will react and slowly move towards you. Continue shooting grenades around until he is in your sights and then pull out your Chaingun to finish him off. In between the wall and the vent shaft, there's a switch. Shooting the switch opens up a small door on the stairs, which you won't be able to reach until you turn the gravity generator off. Go down the stairs and kill the enemies as you go down the stairs. While being careful of enemies, grab the chaingun and go to the next room. Kill all of the enemies and go up the stairs on the left. Kill the enemies at the top of the stairs and on your way down as they appear after you hit the switch to turn off the gravity generator.

With the gravity turned off, you can get the body armor in one of the corners of the lava room. Kill the enemies on your way back up the stairs and get the secret on the stairs now that the gravity is turned off. Get the secret from the sparking vent above and hit the switch to open the door to the broken bridge. Kill the flyers on the other side and jump across the bridge. Hit the switch to close the door and kill the enemies down this hall. As you enter the room where the space shuttle is launching, jump down the launch bay and get the secret. Go up the elevator and kill any enemies on the platform and up the stairs. Cross over to the bridge and head to the room on the left. Kill the enemies and get the three sets of explosives from the top of the boxes. Jump on top of the boxes to the right of the door to reveal a nearby secret. Walk out the door and watch out for the oncoming enemy. After you have the explosives, go back to the bridge and jump off. Go through the door and enter the docking station on the left.

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DOCKING STATION

Get the ammo and health straight ahead and go through the door to the right. Kill the enemy to the right of the door and collect the supplies. Proceed down the hall and kill all of the enemies in this big room. Go down to the level with the spinning blue thing but be careful not to fall in. Locate the door down here and kill the enemies down this hall. Watch out for enemies in this room and place an explosive charge on the first generator. Collect the health and ammo and step on the elevator but immediately step off. Hit the switch under the elevator to reveal a secret room on the right.

Go up the elevator and kill the enemies down the hall and proceed to place an explosive on the next generator, being careful of any enemies. Walk down the hall and hit the hidden switch on the left side of the wall. This will give you access to a hidden room behind you. Walk down the hall, kill the enemies, and hit the green switch.

Walk down the steps and do not place the explosives on the last generator! Instead, go through the newly opened door at the beginning of the level. Be sure to kill all of the enemies on your way. Once you get to the big room, kill all of the enemies and find the boxes on the right side of the room. Blowing up the black boxes will reveal items for you to collect. Behind the middle of the three boxes on the left is a switch sticking out against the wall. Aim your blaster to hit the switch and find the nearby secret. Now head back to the third generator and place the explosives on it. Go back to the big room (where you found the third secret) and hit the green switch and then go through the nearby door.

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STROGG FREIGHTER

Go through the door and kill the enemies on the floor and above the next level. Go up the elevator and past the red-colored pillar on either side. Kill the enemies around the next pillar and shoot the off colored wall on the pillar itself. Grab the hyperblaster and go around either side to the elevator. Kill all of the enemies at the top of the elevator, grab the health and ammo, and go through the door. Go down the hallway to the right door and kill the enemies in this room and in through the door in the next room. Go up the elevator and kill the enemies up top and go down the hallway to another elevator. Immediately get off the elevator and kill the enemies in this room.

Hit the two green switches, grab the key, and hit the switch. Look above the switch in the small alcove and shoot the switch up there. A secret door will open up to the left of the switch. Go up the elevator, grab the railgun and its ammo, along with the armor and kill the large enemy in this hall. Proceed down the hall and down the elevator, killing enemies as you make your way through the next set of doors. Go straight through the blue doors and kill all of the enemies. Hit the two switches and go down the hole that appears and go through the doors down here.

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CARGO BAY

Walk down the hall to the door on the right. Kill all of the enemies as you progress into the room at the top of the stairs. Ignore the keyboard and slide down the malfunctioned elevator. Kill the enemies, spin the wheel on the wall, and jump down the hole. Kill the enemies in this tunnel, as well as the ones at the top of the elevator. Grab the hyperblaster, ammo, and health and go through the door. Follow the conveyer belt down to the body armor at the end. Be sure not to trail off to the lasers on the left. Wait for an opening in the conveyer belt and go back the other way into the door.

Kill all of the enemies in this room and jump onto the boxes. Walk past the door to the opposite side of the ledge. On the wall next to the ledge, there is another small ledge that you can walk across to a small opening on the right side. Hit the switch, kill the enemy that pops out from the door below, and grab the items from the secret room. Quickly make your way back up the boxes to the door.

Kill all of the enemies in this room, being careful of the ambush behind you. Try to kill all of the enemies before your invincibility runs out. Back in the direction of the door you just walked through is some body armor and health if you need it. Walk back off to the right and look for an opening on the right side. Across from this ledge is a switch that opens up a secret door on the left. Go through the door and kill all of the enemies in the room, grab the red key. Go up the elevator, kill the enemies, and jump through the hologram in the floor. Use the red key on the switch and jump down the hole in the floor. Go through the door and kill the final enemies. Grab any health and ammo you need and go up the ramp into the pod.

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ZAXITE MINES

Snipe the enemies at the bottom of the cliff and jump down. Go to the right side and kill all of the enemies in this room. Hit the switch under the bridge and proceed to the opposite side of the room. Go through the two doors, kill all of the enemies in this room, and hit the switch. Go back through the doors you just came from and take a right. Kill all of the enemies in this room and shoot the ice in the middle of the room to break it open. Jump down into the water and grab the body armor. Go to the doors on each side, kill the enemies, and hit both switches. Walk back out to the main room where you found the secret and go through the door that leads to the exit.

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STORAGE FACILITY

Go through the door across the way and take out all of the enemies in this room. With these enemies out of the way, shoot the black boxes, grab the chaingun, and exit back out. Walk down the hall on the left, kill the enemies, and hit the switch. Walk back down the hall to the room with the teleporter, killing enemies as they come along. Hop into the teleporter to the planet surface.

Walk out to kill the enemies in this room. Locate the stack of boxes and shoot the black box in the stack. Jump on the boxes until you reach the mega health above. Walk through the unlocked door into the next room. As you walk down the hall, find the elevator on the left side and go up. Hit the switch to activate the crane. Shoot the black box that the crane jumps in front of the door to blow the door off.

Kill the enemies in this room and find the stack of boxes. Jump up each box and jump across to each ledge to grab the weapons and items. Go through the door on the left side of the one you just came through. Kill the enemies and hit the switch to activate the laser. Find the black box in the stack of boxes and blow it up. Jump on the box that falls down and grab the BFG from the center of the boxes. But don't get too trigger happy with it because you might need it later on. Go back to the door next to the one with the laser beam shooting through it. Go through the door across the hall, down the hall to where you blew up the door. Hit the laser beam switch and have your BFG handy. Kill this big sucker with your BMG (watching out for the laser beams in the room.) Walk onto the platform that he came from to exit the level.

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ORGANIC STORAGE

Walk through the door and kill all of the enemies. Grab the shotgun shells from the first train door that opens up on the left side. Go through the door, kill all of the enemies, and walk up the stairs. On the right side of the door, there is some body armor on a box. Stand in between the gap of the box and the box that is next to it and jump over to the short box across the way. Jump over to the next set of boxes, collect the ammo, and jump on the short box. Continue jumping up each of the boxes until you are at the top of all the boxes. Jump over to the power amplifier and then jump down so that you land on the body armor. Go through the door and kill all of the enemies in this room. If you shoot the left-side wall at the top stairs, a secret passage is revealed to a secret. After you get the secret, jump down to the next level and kill the enemies. Go through the door that is unlocked and kill the enemies in this room. Proceed to the next room, down the hall, and watch for an ambush from behind. Kill the enemies at the top of the elevator and hit the green switch.

Grab the health from the end of the ledge and jump down. Kill the enemies in this room and then proceed out of the door to the other room on this level. In this room, there are quite a few enemies to take out. Shoot at the bigger one and then run back out to the main room. The enemies should come out of the door one at a time whereupon you will be able to pick them off with the railgun. Climb up the boxes on the left side, take out any enemies on this floor and then go back to the left side and stand on the highest box. From here, jump over to the opposite side where the other stacks of boxes are. Go back up on the left side and enter the elevator.

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PROCESSING CENTER

Get off the elevator, kill the enemies at the beginning, and walk up the stairs. From the top of the stairs, watch for an ambush behind the box on the right side and from behind the stacked boxes on the left side. In front of the stacked boxes on the right side, next to the next doorway is a smaller box. Jump on the smaller box and then onto the bigger boxes. Jump across to the super shotgun on the other side and then get back on the bigger boxes again. From the box that is closer to the wall, look over to the body armor on the opposite side. Jump over to the boxes and grab the armor. Ignore the mega health from now and go through the hallway to the next set of enemies (watch out for an ambush from behind.) If you need the health on the box, jump from the ledge to the box and grab it. Take the grenade ammo from the other box and make your way down the conveyer belt. Take out a powerful weapon to kill all of the enemies in this room and this go right passed the yellow key door to get the power core. Jump down the elevator shaft directly across and hit the green switch to activate the conveyer belt.

Cross over the conveyer belt, killing enemies on both sides and at the end of the ride. Proceed down the steps and kill more enemies on the floor below and on the other side to save some trouble. Jump down below and place the power core in the wall on the right side. On the wall of the side you just came from, there is a switch behind some stacked boxes. Look in between the boxes and shoot the switch to open a nearby door. Go back up and ride the box lift to the other side. Kill any remaining enemies in your path and grab the yellow key.

Hit the switch, go through the door, and ride the elevator back up to the next level. Use the yellow key on the door and proceed down the hallway to the left (but watch out for an attack on the right side.) After you walk into this room a little ways down, a secret room will appear on the left side of the door. Shoot the vent and grab the power amplifier that drops down.

Go down the hallway on the right and proceed down the elevator shaft. Hit the switch on the left side. Go back up the elevator and hit the switch. Go back down the elevator and jump down the hole to complete the mission.

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GEOTHERMAL STATION

Collect all the items from this room and jump on the transport. Snipe the enemies on the next ledge on your way and watch out for chunks of flying lava. Go down the stairs and grab the power amplifier from the right side of the door. Go through the door and kill the enemies before your power amplifier runs out. Go down the ladder and hit the switch.

Climb up to the top and look off the ledge to the platform with the piston moving up and down above it. Once the piston hits the platform and moves back up, immediately jump over to it. Move as fast as you can to the blocks sticking out of the ledge on the other side. Jump from the blocks to the top of the ledge and collect the body armor. Work your way back up and hit the switch to unlock the door.

There is a spinning platform circling around the pool of lava. Run onto the ledge as it passes by and cross over to the other side. Go up the elevator and kill the enemies on this floor. Continue through the next two doors and turn left in the next room. As you walk down, watch out for an ambush from the rear. Walk up the stairs and kill the enemies. Ignore the switch for now. Walk down the hall and hit the next switch instead. Go back and hit the other switch to extend the bridge. Walk down the stairs and cross the bridge to the exit.

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DETENTION CENTER

Grab the items from the left and right sides of the room and then climb up the ladder on the right side. Ignore the sparking vent for now and walk up the stairs to the green switch, killing enemies along the way. Shoot the vent now if you want to but do not grab the invincibility yet. Kill the enemies in the unlocked room and grab the yellow key. Grab the invincibility and unlock the yellow door at the top of the stairs.

Kill the enemies on this floor before your invincibility runs out. Hit the switch to lower the prisoners in the cage down and wait for the cage to raise back up. Grab the body armor from the cage and kill the soldiers in the next room for some ammo. Shoot the switch on the ceiling in front of the window to open up a secret door in the wall behind where the soldiers were standing.

Go down the ramp being careful not to get caught under the falling pillars. When the pillars rise up run until you reach the spikes. Run through the spikes right when the first one touches the wall. From here, the glass will break if you stay on it for too long. There are three pieces of glass you need to jump on or you will fall into the lava. Jump to the first two directly ahead and then quickly turn to the right to jump on the next one. From here, jump onto the ledge as fast as you can.

Walk down the stairs and into the hallway as you watch for an ambush from behind. When the electricity stops, run across the room to the other side. Kill the enemies in this room and shoot the cracked wall. Go for a swim in the water. Underwater, on the side of the room you entered, there is a hole in the bottom of the pool that leads to a hidden power amplifier. Swim over to the other side and go up the elevator. Kill the final enemies and take a ride on the conveyer belt to finish the level off.

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RESEARCH LAB

Jump down from the conveyer belt and go into the next room. Kill the enemies in the hallway and jump off the ledge. Kill these freaks if you want to shut them up, but it's best to save your ammo. When you walk into the next room, the door closes behind you. Shoot the cracked glass on the right side and jump through the window before the lava can touch you. Go up the elevator and kill the big enemy up here to get the red key. Shoot the cracked wall and grab the body armor.

Kill the enemies in this room down the hallway and hit the switch to open the door. You'll end up back at the beginning of the level. Go straight down the hall and unlock the red key door and proceed through. Kill the enemies down the hall and walk all the way down to the end and hit the switch.

Look above the ceiling and find the secret switch above. Shoot it and grab the adrenaline. Now go back and hit the switch to make a bridge across the lava. Go across the bridge and up the lava. Pull out a powerful weapon for this floor and get ready for some intense shooting. A secret passage should have opened up where an enemy came from. Shoot the switch above the inside front wall above the door and get the secret from a hidden passage. Hit the switch to turn the phaser arrays off. Walk down the hall and board the train to the end of the level.

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BIO-WASTE TREATMENT

Get off the train and immediately start killing enemies left and right. Grab the silencer from the ledge above the train and then go through the door. Kill the enemies down the hall (and there is one hiding on the left side.) Watch for an ambush from behind once you get to the next door. Grab the body armor and proceed through. Kill the enemies in this room and jump into the water to find the secret underneath.

Jump into the shallow water and then dive into the small tunnel. Kill the enemies in this room, climb the ladder, and hit the switch to activate the pump. Go back through the tunnel and open the valve. Go through the tunnel one more time and climb up the ledge, opposite of the ladder. Hit the switch to open up the door and then go up the elevator. Kill the enemies up here (blowing up the barrels will be helpful) and jump back down to the ammo on the pipes below. Go back up the elevator and go down the stairs. Take a right once you go through the door and jump on the pipe with the adrenaline on it. Go through the next door and kill the enemies in here. Enter another door and hit the switch to open the first vent pipe.

Go through the opened pipe in the ground back in the other direction. Blow a hole in the cracked pipe and go through to kill the enemies. Climb up the ladder and look through a cracked pipe on this level (turn left from the ladder.) Shoot the switch on the inside of the pipe then grab the body armor around the corner. Climb the ladder and kill the enemies up top. Cross the pipes and then look off the edge once you reach the other side of the wall. There are little nooks in the wall that you can cross over (you don't have to jump, just walk/run across) to the secret on the other side. Get back to the point on the pipe and go through the entrance. Kill all of the enemies in this room and then proceed on through the door. Hit the switch to open the second hatch.

Go back through the door and jump down to the level below. Go through the unlocked door to the exit.

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ACCESS CONDUITS

Exit the elevator and kill the enemies that first approach you. Grab all the health and ammo around and hit the switch to activate the moving platform. Ride the platform across, being careful to kill any enemies that may cause you to fall into the acid below. As you walk up the stairs, notice the medallion symbol on the wall. Once you pass a certain point at the top of the stairs, the enemies in this room will not only attack you, but there will also be an ambush from behind. Once the hidden door is opened, a switch will appear across from it on the ceiling. Shoot the switch and get the adrenaline from above.

Go up the stairs and take a right. Proceed down the hall and kill any enemies you come up on. Turn the valve at the end of the hall to open up the drain. Watch out for an ambush and take the body armor. In the same hidden room is a switch on the ceiling. Hit the switch to reveal another hidden room. Jump down to the floor below and enter the door in the pit. If you need it, there is some health further down the pit. Go through the small hallway and up the elevator. Hit the first switch to activate the bridge and hit the other switch to open the door. Cross the bridge to the door on the right.

The door will lock behind you; aside from the smaller enemies you've got to deal with, there are bigger problems below. Give this bad boy a small taste of your BMG10K and kiss him goodbye. Grab the BMG ammo to replace what you just used and head back upstairs. Get on the bridge and turn around so you are facing the elevator. On the ceiling is a switch that opens up a hidden door to the right of the switch. Proceed across the bridge and through the door to hit the switch.

Walk back out of the door and take the next right to the exit of the level.

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DESCENT TO CORE

Walk through the hall and snipe the enemies on the above platform. Jump down below, making sure you land on the small ledge. Turn directly 180 degrees (facing the door you just came from) and jump over to the secret area and get slightly above it and then fall into it. Begin to make your way around the circled platform to the other side. A platform will rise up from below and you will have to run to the other side before it reaches the top. Kill of the remaining enemies at the top and pick up the health and ammo.

Jump down into the hole below and kill the approaching enemies (you may even want to toss a grenade or two through the hole before jumping.) Now for the tricky part: circle around the room until you find a hole in the center area of the room. Look down below. See those rings that are coming up from the ground? You've got to jump on them; but after you jump them, you have to immediately turn 180 degrees and jump on either the second level platform or the third level platform. The third is the easiest to land, but there are a lot of enemies up here, so watch out. Collect the body armor from the third floor and then jump down to the second level. Go into the only room on this level and stand on the platforms that are moving up. The platform will catch you and take you to the top. Once you get to the top, stand at the edge of the ledge and locate the door. There is a platform that is passing by, but you don't need it to reach the door. Simply jump over to the door and open it.

Go through the hallway and kill the enemies that are spread all over this room. Some are directly ahead of you but others are above in the darkness where they can't be seen. The only way to really tell where these guys are at is by identifying the light source from their guns and then aiming in that general direction.

A platform will rise up from above. The platform consists of two pillars that support an "X" directly in the middle. Get on the platform and walk to the other side. Let it rise up above the door to the next ledge. Turn around so you can see the other platform where the mega health is. Look below and wait for the platform to come back at a decent level below you and then jump on it to cross over to the other side.

COMMAND CORE

Collect the items from floors one and two. Once you've got all your gear, get ready to fight... but go back to the elevator. Stand on the elevator and immediately jump off. There's a hole in the floor that leads to some secret items and of course, the teleport to the bosses.

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THE FOUR GUARDIANS

These first two are pretty simple. First, take out your BMG and pick a target. Next, pull out your rocket launcher to weaken the other one. Once they are both weak, finish them off with a rocket launcher or your railgun. When one dies, another guardian appears. This time, you will have to face a much faster, airborne guardian. These two fellas aren't hard if you circle around the pillars in the room and hit and run. Once these fools are weak (or they have been hit a few times,) pull out your BMG and show them what it's all about.

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WEAPONS

BLASTER

The blaster has unlimited ammo with a fast fire rate. Even so, the gun is near harmless even on the weakest enemy and the accuracy is way off. Use it only if nothing else is available.

FR
ST .
AM
AC .

SHOTGUN

The shotgun shoots out one shell at a time. Since the shells spread out, it has a very high accuracy. It doesn't take too long to reload and is very useful on all types of enemies.

FR ...
ST ...
AM ...
AC

SUPER SHOTGUN

The super shotgun loads just as fast as the one shell shotgun but it is twice as strong. Use this on the big guys but watch your ammo or it will be gone in no time.

FR ...
ST .
AM ..
AC

MACHINE GUN

The machinegun has an excellent fire rate that makes it the perfect weapon for any situation. The aim can be slightly off sometimes but it doesn't decrease the gun's overall effectiveness. It does use up a lot of ammo, but still not nearly as much as the chaingun.

FR
ST ...
AM ..
AC ...

CHAIN GUN

The chaingun is a perfect weapon for dicing up the bigger enemies. It's much more accurate than the machinegun, but it uses up a lot of ammo and takes awhile to spin up.

FR
ST
AM .
AC

KEY

FR = Fire Rate
ST = Strength
AM = Ammo
AC = Accuracy

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WEAPONS

GRENADE LAUNCHER

The grenade launcher isn't that accurate and is very dangerous for close combat. Use it around the corners to blow unsuspecting enemies to bits. The fire rate isn't that decent but a few grenades to any enemy ought to do the trick.

FR ..
ST
AM
AC .

ROCKET LAUNCHER

The rocket launcher is just as powerful as the grenade launcher but it is more accurate. You can't bounce the rockets off the walls, but it is still much more accurate than the grenades. Still takes a long time to load the rockets and it isn't helpful in close combat.

FR ..
ST
AM
AC

HYPERBLASTER

The Hyperblaster is a faster version of the chaingun that uses up just as much ammo. The only differences are that it has no spin up time and it is much more powerful.

FR
ST
AM ..
AC

RAILGUN

The railgun is one of the slower guns but it is also very powerful. Kills even the bigger guys in about three shots but its accuracy is off just a bit. The Railgun doesn't stop until it hits the wall so you can use it on multiple enemies if they are directly behind one another.

FR .
ST
AM
AC ...

BFG10K

The big daddy of them all, the BFG is a slow firing weapon that sucks up 50 ammo a shot. It takes out almost every enemy in one shot. The overall effect of the gun isn't quite as big as say, the Chronosceptor in Turok but it gets the job done for even the most bad-ass bosses.

FR .
ST
AM .
AC

KEY

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ENEMIES

Light Guard

One of the first enemies you encounter, this weakling can be taken out with a shot from your blaster.

Machine-Gun Guard

Even though he is much stronger and equipped with a better gun than his weak counterpart, this guard won't give you much trouble. Save your ammo and take this guy out with your blaster.

Shotgun Guard

His shotgun is much slower than the machine-gun guard's weapon, but it is also more powerful. Take advantage of the delay in between shots and pop this sucker up with your blaster.

Berserker

The berserker is one strong boy... if you get close to him that is. Keep your distance if you must, but use your shotgun to finish him off quickly.

Enforcer

The enforcer is equipped with a fast-firing, high-powered chaingun. Get close enough to him where he won't have a good aim at you with the gun and then back off when he tries to swing at you. A few close shots with your shotgun ought to take him out for good.

Flyer

The flyer is always quick to dodge your fire. Try to get close to him so he can't weaken you with his two machine guns. Take a couple of shots with your shotgun to send him flying into the wall.

Gladiator

Equipped with a railgun and a large claw on the other arm, this is no job for a blaster. You can take the Gladiator down with either your shotgun or rocket launcher. Once you get the railgun, use it to take him down with a taste of his own medicine. Get close enough to him to avoid the railgun but avoid that big claw of his.

Gunner

You can't really mess with this bad boy one way or another. He's got a machinegun on one arm and a grenade launcher on the other. Try to stay close so he doesn't toss grenades at you but also dodge his fire at the same time. A couple of shots with a medium-powered weapon ought to finish him off.

Icarus

Like the flyer, Icarus can become annoying at times. Take care of him in the same manner as you would a flyer but use a more powerful weapon. You won't penetrate his armor very easily with a normal shotgun.

Iron Maiden

Man, wouldn't you like to take this hot chick out for a date?! Or maybe not... Iron Maiden has a powerful rocket launcher for long range fire and razor sharp claws for short range. Take this bitch out with the weapon of your choice but watch out for flying rockets.

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ENEMIES

Mutant

The mutants are fast moving, buffed up baddies. Don't get too close or you might find yourself in a painful position.

Parasite

The parasite is a quick moving dog with a laser beam attached to his head. Even while under attack, this beast can drain your energy before you know it. Use a powerful weapon to take him out fast.

Tank

The tank is slow moving, but powerful if you get caught in its tracks. Try to hide behind a corner and throw grenades at the tank to weaken it up. Once it gets close, use a powerful weapon to finish him off. Always try to stay behind him in order to avoid his fire.

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